
Subject: Re: DXF and other CAD file formats
Posted by [Georg Wiora](#) on Tue, 04 Dec 2001 08:18:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Am Mon, 3 Dec 2001 09:45:07 -0800, hat "Rick Towler"
<rtowler@u.washington.edu> geschrieben:
> Although I haven't tried writing DXF files, my guess is
that your
> connectivity array is wrong. I know that if I were trying
to create an IDL
> (opengl) polyline, my connectivity array would have more
elements than that
> (in your case it would be [4,0,1,2,3]). I didn't see any
documentation
> regarding this in the IDLffDXF docs but there was an
example similar to
> yours. Maybe you should start there?

Thank you Rick! I tried it, but it did not work. I got a hint
from RSI that the polyline feature is not implemented in
IDLffDXF yet.

There seems to be another problem with IDLffDXF: The point
coordinates I supplied to the object are clearly 3
dimensional, but the object displayed with the XDXF procedure
is flat!

So there is either a lack of documentation for the IDLffDXF
object or a lack of implementation :-(

regards, Georg

Dr. Georg Wiora
DaimlerChrysler AG
Metrology and Rapid Prototyping
Ulm Germany
georg.wiora@DaimlerChrysler.com
#####
